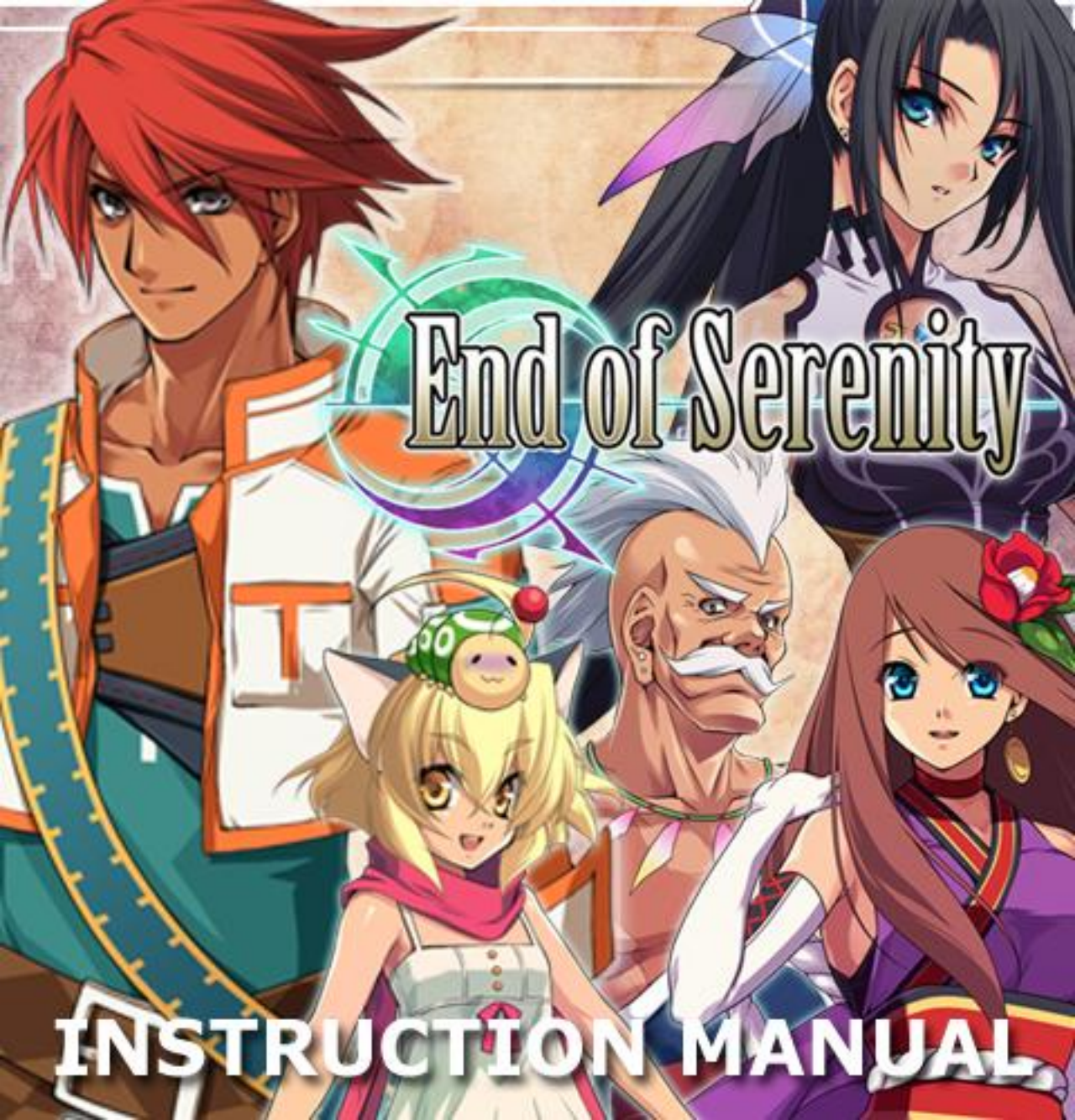




End of Serenity

INSTRUCTION MANUAL

WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing.

IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • disorientation • altered vision • seizures • eye or muscle twitches
- any involuntary movement or convulsion • loss of awareness

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.



End of Serenity

You will need a Memory Stick™ with at least 128 KB free space to save your game.

Save data created on other PSP™ systems cannot be used.

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directional buttons/analog stick : Move character/Select items

× button : Enter, Talk, and Interact

○ button : Cancel, Back

□ button : Access Map

Unequip

Delete Skill

△ button : Menu

Menu Talk to Party Members

Move Skill

: Switch Between Item Types

L button - R button : Switch Characters

START button : Access Save Menu

Enter Name

SELECT button : Access Menu

Throughout history, mysterious objects known as "Atomigems" have existed all over the world. The people of the world have used them for many things, from simple family heirlooms to even objects of worship. However, recently, a gang known as the Underworld has been going around collecting any and all Atomigems they can find. What exactly is their aim? That's what Eril, known as the Azure Sorceress, intends to find out. Along the way, she'll meet some friends who will help her on this mission, such as Yute, the son of a famous trader. Can they find out exactly what the Underworld is up to? And can they do anything to stop it, or are they already too late...?

Battle Commands

P.07



Attack

Attack enemies with the weapon you have equipped.
(If no weapon is equipped, you'll attack with your bare hands.)



Skill

Use a Skill you have learned.



Items

Use an item you have in your inventory.



Run

Escape from battle. It's not always successful, however.



Defense

Defend and reduce damage from enemy attacks.



Familiar Spirit

Spirit: Summon a Familiar Spirit.
Each character has a unique Familiar Spirit.

- HP: Physical strength- Game Over if this drops to 0
- MHP: Maximum HP value
- MP: Used when skills are employed
- MMP: Maximum MP value
- STR(strength): STR↑ - more damage to enemies
- DEF(defense): DEF↑ - less damage from enemies
- INT(intellect): affects strength of magic attacks
- MIN(mental): protection from enemies' magic damage
- AGI(agility): AGI↑ - faster movement in battle
- ESC(evasion): ESC↑ - easier to avoid attacks
- CRI(deadliness): CRI↑ - critical hits more likely

HP can be restored at inns or with items.



Poison: HP↓ each turn in battle/when moving



Silence: become unable to use skills



Sleep: become unable to move for a certain time



Confusion: an enemy not aimed for is attacked



STR↓ decreased attack strength



DEF↓ decreased defense strength



MAG↓ decreased magic defense



AGI↓ decreased agility



STR↑ increased attack strength



DEF↑ increased defense strength



MAG↑ increased magic defense



AGI↑ increased agility

These are cured at the end of battle (except Poison).

Elements

P.10

- Fire Skills and Fire-element Weapons → Effective against Wind-element enemies
- Wind Skills and Wind-element Weapons → Effective against Thunder-element enemies
- Thunder Skills and Thunder-element Weapons → Effective against Water-element enemies
- Water Skills and Water-element Weapons → Effective against Fire-element enemies
- Darkness Skills and Darkness-element Weapons → Effective against Light-element enemies
- Light Skills and Light-element Weapons → Effective against Darkness-element enemies
- Silver Weapons → Effective against Undead

You can buy Skills at Skill Shops. Depending on the character, the available skills will vary. If there's an empty slot in your Skill Slots, your character will be able to acquire a skill.

The number of empty skill slots can be increased by using certain items. When you no longer need a skill, open the Menu and select Skill. Then, select the  button, and then  button to delete it.

Each character has a unique Familiar Spirit.

If you fill the BP gauge during a battle, you will be able to summon a Familiar Spirit.

When the BP gauge is filled enough to summon a Familiar Spirit, it will start to flash. Using their magical powers, Familiar Spirits can cause great damage to enemies, and also heal your party members.

The following types of items are available:

- | | |
|-------------|---|
| Healing | Heal HP, MP, and abnormal conditions. |
| Special | Items that perform a special function, such as warping to a town. |
| Gems | Equip a gem to improve a certain attribute (HP, INT, etc.) |
| Story | Items related to the game's story. |
| Weapons | Equipment used to attack. |
| Defense | Equipment used to defend. |
| Accessories | Equipment with special effects. |

When you no longer need an item, you can sell it at a shop.

- You can purchase additional End of Serenity Points (ESP) from the **PlayStation®Store**

End of Serenity Points (ESP) are points you can use in the game. In the menu, go to System, and select Purchase Points and Items to get additional ESP. With ESP, you can get special items that will help you play through the game. You can also enter bonus locations and dungeons that you wouldn't normally be able to access in regular gameplay.



Please be advised that once you delete your save data, any End of Serenity Points you have purchased will be lost.



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